

RULES JUDGE

Your duties as a Science Bowl RULES JUDGE include:

1. **Ensuring all competition rules are followed.** To serve in this capacity, it is imperative that you fully understand all competition rules. Please review the competition rules before coming to the Science Bowl training session.

During the competition, if you should have to discuss a rule with the Moderator during a round, please be certain that the clock has been stopped. If you feel that time has been lost, check with the Moderator, who is allowed to make a time correction.

2. **Watching for Scorekeeper errors.** If, for example, Team A is supposed to get four points, the Rules Judge needs to make sure the Scorekeeper doesn't inadvertently credit the wrong team with those points.
3. **Ensure that quiet is maintained.** During competition play, the Rules Judge is responsible for ensuring that quiet is maintained in the room and that no signals are given to the team members from the audience.

At the beginning of each half, check that all students have **blank scratch pads** and pencils. Collect any used scratch paper at the end of the half and discard.

National Middle School Science Bowl

RULES JUDGE

What DO ?
I Do !

1. Stand in front of the room facing the audience.

2. Your role concerning rules:

- You are responsible for ensuring that the rules are followed.
 - This includes ensuring that no one signals/communicates with the competitors during a match. If communication does occur, you have the authority to ask the person to leave the room (without causing undue duress -- please).
 - Ensure quiet.

3. Warnings

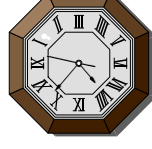
- If a rule is broken you may, at your discretion, give one warning.

4. Collect all used scratch papers from teams at the beginning of the match, at the half, and at the conclusion.

5. Time

- Ensure that the clock is stopped during discussions between officials, and between officials and students.

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That's the last time
you'll signal the atomic
number of Cesium!

